

Ser. No. 11/487,076

Amendment A dated January 30, 2007

Reply to Office Action dated October 30, 2006

AMENDMENTS TO THE SPECIFICATION

On page 1, please revise the paragraph beginning on line 5 as follows:

The present application is related to copending patent applications entitled "METHOD AND SYSTEM FOR USING GEOGRAPHIC DATA IN COMPUTER GAME DEVELOPMENT", ~~Attorney Docket No. N0184US~~ bearing Application Number 10/798,459 (Attorney Docket No. N0184US) filed March 11, 2004, "APPLICATION PROGRAMMING INTERFACE FOR GEOGRAPHIC DATA IN COMPUTER GAMES", ~~Attorney Docket No. N0185US~~ bearing Application Number 10/798,531 (Attorney Docket No. N0185US) filed March 11, 2004, and "COMPUTER GAME DEVELOPMENT FACTORY SYSTEM AND METHOD", ~~Attorney Docket No. N0190US~~ bearing Application Number 10/798,703 (Attorney Docket No. N0190US) filed March 11, 2004, the entire disclosures of which are incorporated by reference herein.

On page 7, please revise the paragraph beginning on line 24 as follows:

Figure 3 shows steps in a process 208 performed by the template compiler program 204 for making a geographic template product 200 for use in a computer game that depicts or represents an imaginary geographic locale as part of the play scenario of the game. In this embodiment, the process ~~202-208~~ is performed by the geographic database developer 101.

On page 11, please revise the paragraph beginning on line 22 as follows:

The geographic data API 140 and data tools 144 provide various ways that the data in the template 222 can be accessed. Some of the ways the geographic data API 140 and data tools 144 provide for accessing the geographic database ~~418-100~~ are described in the copending application entitled. "METHOD AND SYSTEM FOR USING GEOGRAPHIC DATA IN COMPUTER GAME DEVELOPMENT", ~~Attorney Docket No. N0184US~~ bearing Application Number 10/798,459 (Attorney Docket No. N0184US) filed March 11, 2004, the entire disclosure of which is incorporated by reference herein.

Ser. No. 11/487,076

Amendment A dated January 30, 2007Reply to Office Action dated October 30, 2006

On page 16, please revise the paragraph beginning on line 13 as follows:

Figure 8 shows another embodiment of a system for developing computer games using templates that contains data that represents simulations of real world geographic features of the current time or of past or future times. The system of Figure 8 is similar to the system of Figure 2 or the system of Figure 5, and like components are indicated by the same numerals. The system in Figure 8 differs from the other systems in that geographic templates are provided to the end users. The geographic templates that are provided to the end users may be the same as, or similar to, the geographic templates described above in the other embodiments. The geographic templates may be provided to the end users directly from the map developer or alternatively the geographic templates may be provided to the end users from the game developer. The end users use the geographic templates to help create their own geographic databases for use in their own computer games. According to this embodiment, end users could create their own data models of buildings, scenery, characters, vehicles, etc., based on real world or imaginary places, and combine these data models with templates of their own choosing. The end users may create their own data models or may insert other data from other sources, such as freeware, custom design studios, third parties, etc. The process by which end users combine their data models with geographic templates would be similar to those processes described above by which data models are combined with geographic templates by the map developer or the game developer. Suitable applications and programming tools would be made available to end users for this purpose. In one embodiment, an application programming interface (API) would be used in an end user's computer game to access a geographic template which had been provided to the end user. An application programming interface suitable for this purpose is described in the copending patent application entitled "APPLICATION PROGRAMMING INTERFACE FOR GEOGRAPHIC DATA IN COMPUTER GAMES", ~~Attorney Docket No. N0185US~~ bearing Application Number 10/798,531

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(Attorney Docket No. N0185US) filed March 11, 2004, the entire disclosure of which is incorporated by reference herein. End users would be able to use the geographic templates, with their added data models, in their computer games, as described above.